

Tuan Tran

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Summary

Passionate in Computer Science, has somewhat experience in Frontend development and App design. Currently taking courses in Digital Assembly, Computer Structure, and Discrete Math. I am currently looking for a new internship to earn some working experience and learn new things.

Skills

- Java
- Python
- C#
- C++
- PostgreSQL
- NoSQL
- MongoDB
- Linux

Projects

Ari's Fauna

Apr, 2021

- A small visual game that takes player on a journey between 2 universes as Ari the Fox and discovering his natural habitats with pertinent orchestral music.
- Built using Unity Engine with **C#** Scripting. Terrain was designed using texturing tools and 3D models.
- Developed using **C#**, **Visual Studio**.

Payroll

Mar, 2021

- Engineered a console-based program that takes in employees' ID, names, pay rate then calculate gross and net pay salary of that employees.
- Written and compiled using **Java**, **Eclipse**.

Battle game

Dec, 2020

- Programmed a terminal-based game that implementing a turn-based scenario with taking damages, HP loss, and Armor Durability.
- Developed using **C++**, **Visual Studio**.

Library Organizer

Nov, 2020

- A small program using console that stores existing books' data with name and quantities, replace/remove and add books features.
- Developed using **C++**, **Visual Studio**.

Electric Bill

Apr, 2018

- A small application that takes in inputs and calculate a customer's electric bill. It has a well-designed interface, error boxes, and functional buttons.
- Developed front-end and back-end in Visual Studio.
- Developed using **C#** and **Visual Studio** under the guidance of Professor Peter Molnar.

Education

California University of Long Beach

Aug, 2021 - TBA

- Bachelor of Science in Computer Science **GPA: 3.54**
- Current Coursework: Digital Logic and Assembly Pro, Discrete Struct-Computing Application

Cypress College

Aug, 2018 - May, 2021

- Relevant Coursework: Operating Systems, Programming Languages, Data Structures, and Microsoft Office